

WALKER ET AL.	ATTORNEY DOCKET NO.: 03-005
METHOD AND APPARATUS FOR PLAY OF A GAME WITH NEGATIVE OUTCOMES	

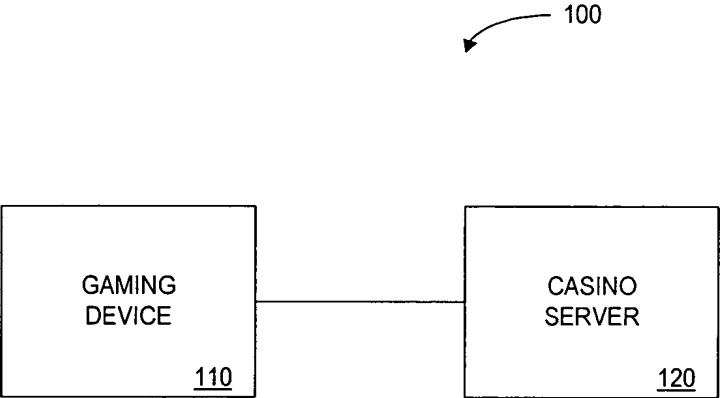


FIG. 1

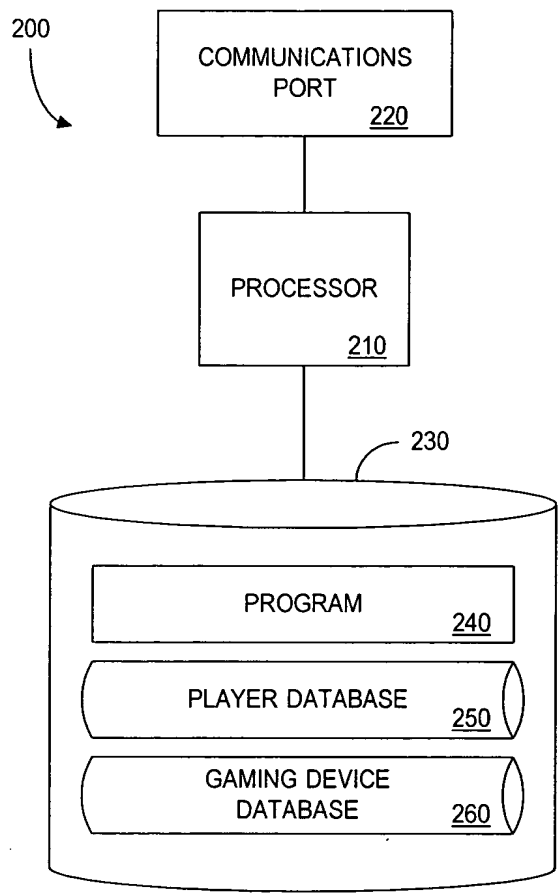


FIG. 2

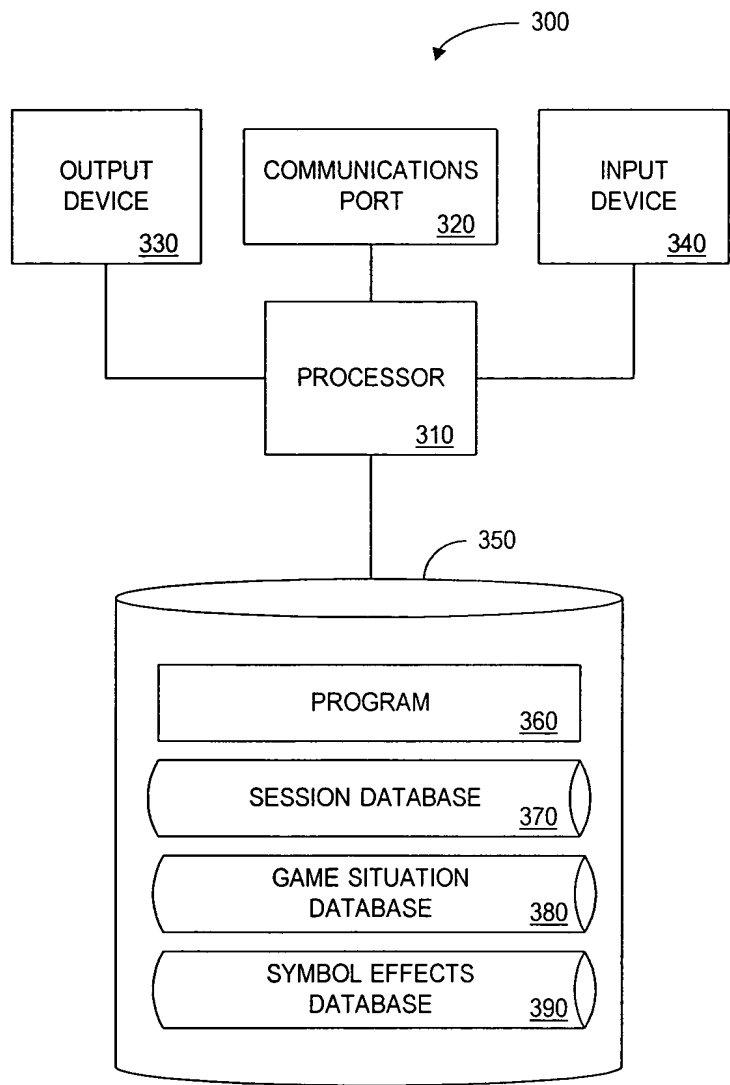


FIG. 3

PLAYER IDENTIFIER	NAME	ADDRESS	FINANCIAL ACCOUNT IDENTIFIER	DEMOGRAPHIC	CREDITS	LIFETIME COIN-IN
<u>420</u>	<u>430</u>	<u>440</u>	<u>450</u>	<u>460</u>	<u>470</u>	<u>480</u>
P111123	SAM BROWN	ANYPLACE, USA	1111-1111-1111-1111	MALE, AGE 23	68 CREDITS, \$0.25 PER CREDIT	\$600
P222234	LINDA JONES	SOMEPLACE, USA	2222-2222-2222-2222	FEMALE, AGE 47	0	\$14400

400

405
410

FIG. 4

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500

GAMING DEVICE IDENTIFIER	NAME	MANUFACTURER
G333333	DIAMOND MINE	ABC CORP.
G444444	CRAZY DEUCES	XYZ CORP.

505

510

FIG. 5

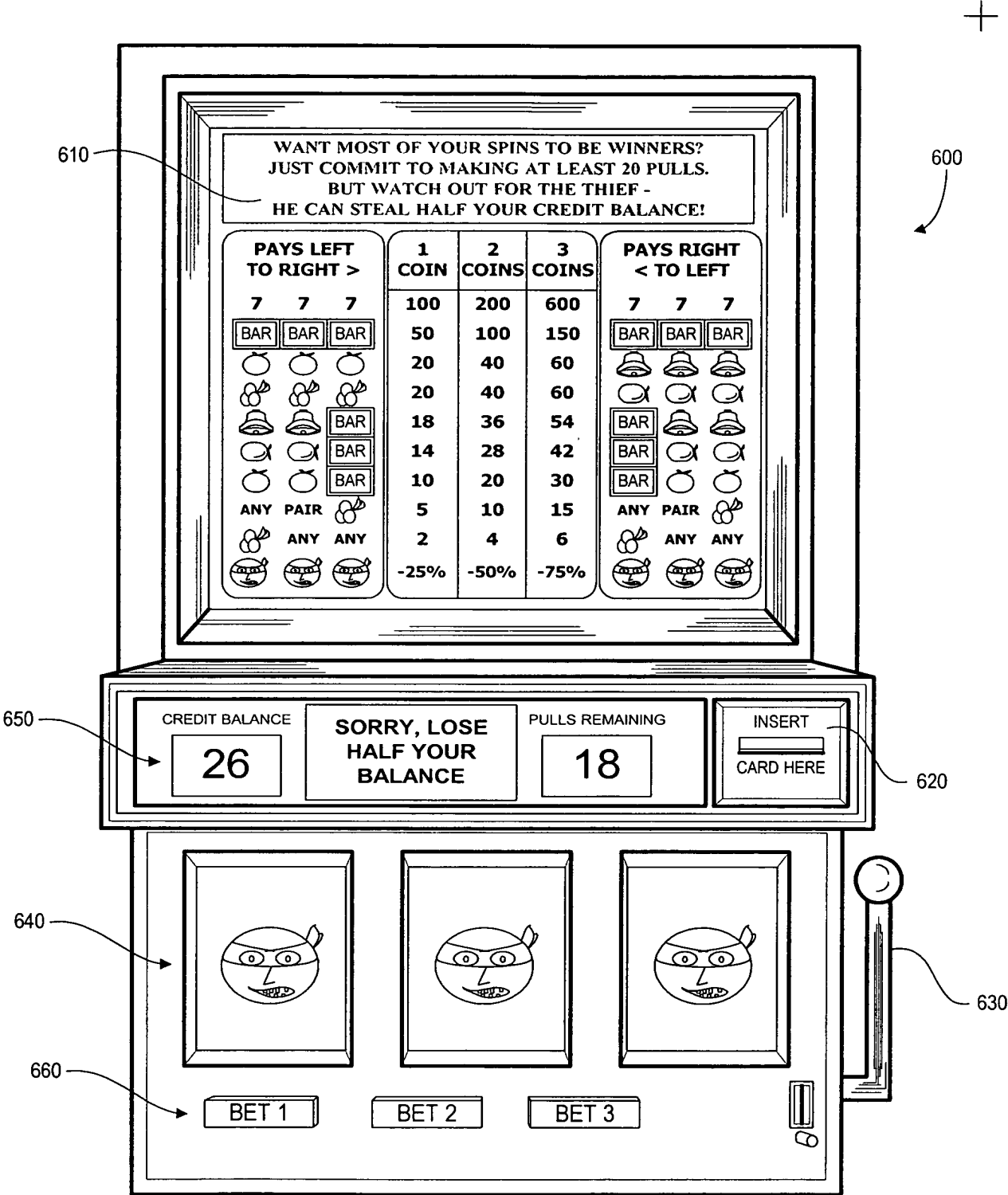


FIG. 6

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SPIN NUMBER	OUTCOME	STARTING BALANCE	PAYOUT / LOSS	ENDING BALANCE	SPINS REMAINING
<u>720</u>	<u>730</u>	<u>740</u>	<u>750</u>	<u>760</u>	<u>770</u>
S 0001	PLUM / CHERRY / BELL	20	0	20	19
S 0002	PLUM / 7 / BAR	20	0	20	18
S 0003	BAR / ORANGE / BELL	20	0	20	17
S 0004	CHERRY / CHERRY / BELL	20	5	25	16
S 0005	PLUM / CHERRY / CHERRY	25	5	30	15
S 0006	PLUM / PLUM / PLUM	30	20	50	14
S 0007	PLUM / 7 / 7	50	0	50	13
S 0008	BAR / BAR / BAR	50	50	100	12
S 0009	ORANGE / BELL / BAR	100	-50	50	11
S 0010	PLUM / PLUM / PLUM	50	20	70	10
S 0011	BAR / ORANGE / PLUM	70	0	70	9
S 0012	7 / PLUM / PLUM	70	0	70	8

FIG. 7

SPIN NUMBER 820	OUTCOME 830	STARTING BALANCE 840	PAYOUT / LOSS 850	ENDING BALANCE 860	SPINS REMAINING 870
S 0013	PLUM / PLUM / BAR	70	14	94	7
S 0014	PLUM / 7 / BAR	94	0	94	6
S 0015	ORANGE / BELL / BAR	94	-47	47	5
S 0016	CHERRY / CHERRY / BELL	47	5	52	4
S 0017	PLUM / CHERRY / BELL	52	0	52	3
S 0018	PLUM / PLUM / PLUM	52	20	72	2
S 0019	PLUM / 7 / 7	72	0	72	1
S 0020	ORANGE / BELL / BAR	72	-36	36	0

FIG. 8

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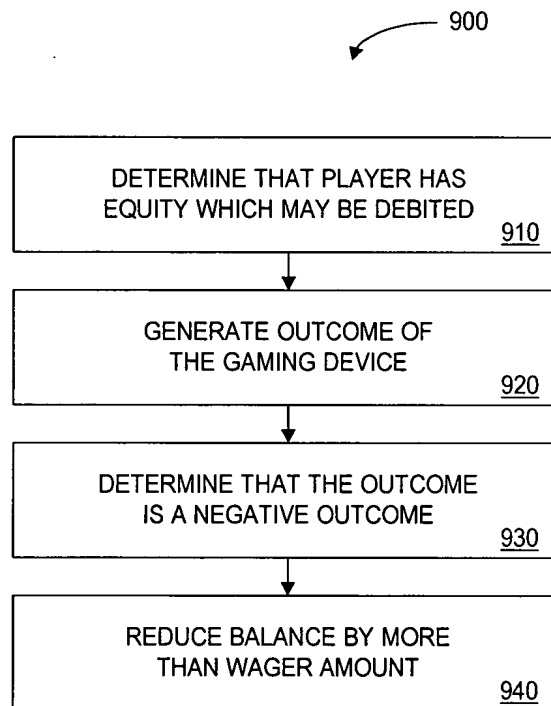


FIG. 9

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1000

PARAMETER	SETTING
SPINS REMAINING	9
CHERRIES AGGREGATED	8
PAYMENT FOR AGGREGATING AT LEAST 10 CHERRIES	40
PAYMENT FOR AGGREGATING AT LEAST 20 CHERRIES	500
CHERRY LOCK BOXES POSSESSED	1

FIG. 10

+

1100

<div>SYMBOL</div> <div>1102</div>	<div>RELATED PARAMETER</div> <div>1104</div>	<div>ADJUSTMENT TO PARAMETER</div> <div>1106</div>
LOSE TWO SPINS	SPINS REMAINING	SUBTRACT 2
CHERRY	CHERRIES AGGREGATED	ADD 1
LOSE TWO CHERRIES	CHERRIES AGGREGATED	SUBTRACT 2
ADVANCE 3 SPACES	GAME CHARACTER LOCATION	ADD 3
GO BACK 4 SPACES	GAME CHARACTER LOCATION	SUBTRACT 4
SHOVEL	SHOVELS AGGREGATED	ADD 1
LOSE SHOVEL	SHOVELS AGGREGATED	SUBTRACT 1 ONLY IF > 0

FIG. 11

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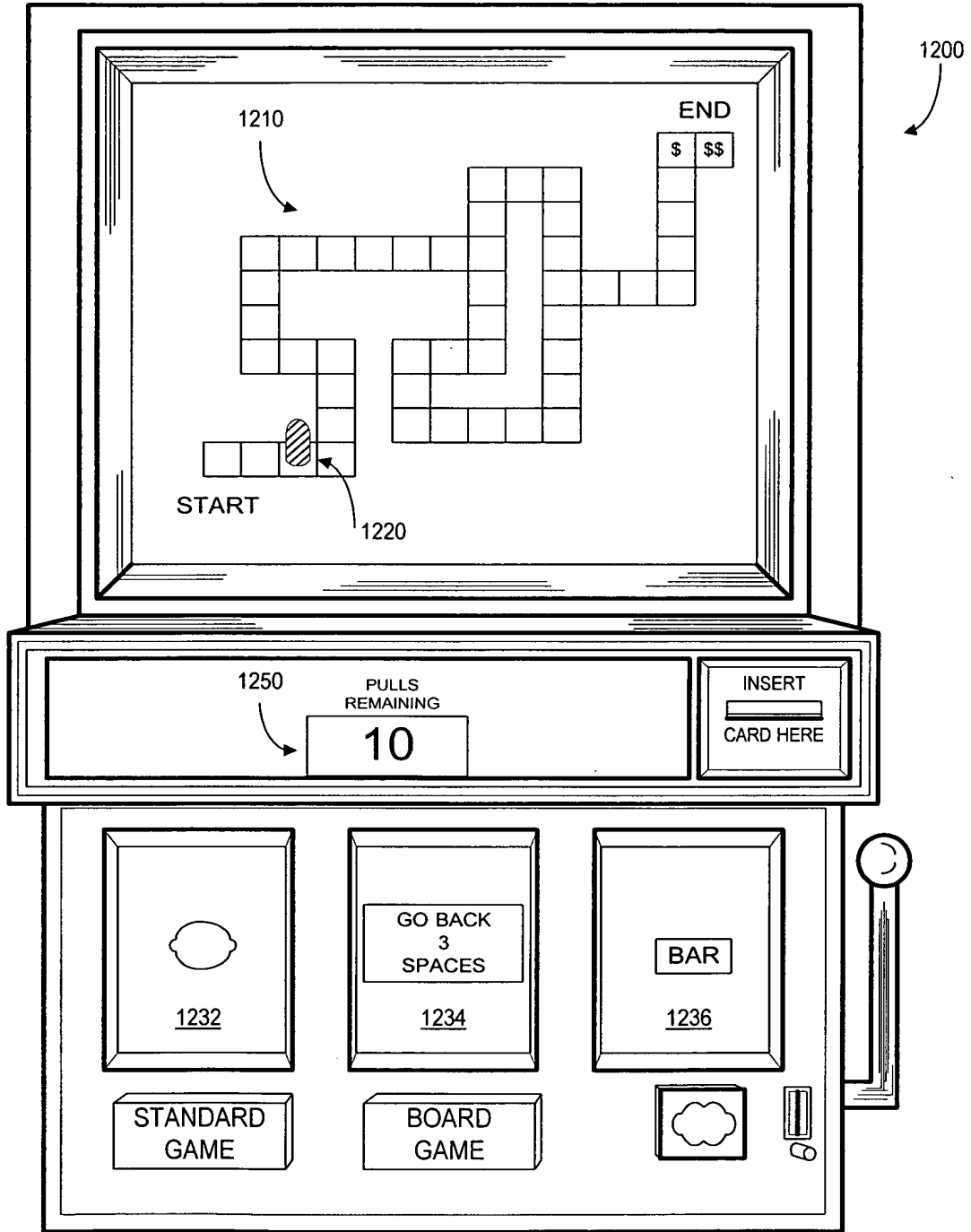


FIG. 12